SNK®

NEOGEO POCKET

METAL SLUG 1ST MISSION™

NEOGEO POCKET software cartridge

★Supported by NEOGEO POCKET and NEOGEO POCKET COLOR.

Supported by NGP COLOR

GREETINGS

Thank you for your purchase of this NEOGEO POCKET HANDHELD GAME SYSTEM software cartridge.
Before you begin, be sure to read through this user's manual and learn how to play the game properly for extended gaming entertainment.
Keep this user's manual in a safe place.

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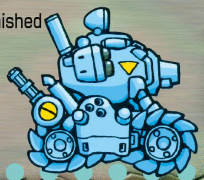
※Information mentioned and game pictures shown herein refer to the product during its developmental stages. The finished product's specifications, etc, may vary slightly from descriptions within this manual for the purpose of product improvement.



TO 1ST MISSION ROOKIES...

Listen up! You guys are greener than the corn in June!
Just how old are you? ...Well, no matter. You've been briefed on the details of this mission, right? What? Hmm, judging by your apprehensive mugs, you aren't too clear on the fine points.
Well, then, I'll fill you in again, and you better pray to the Almighty you don't forget this time.
Your mission, and you have no choice whether to accept it, is to infiltrate the government force's materials storage facility and destroy it. Simultaneously, you must abduct the enemy leader.
That's it. Piece of cake, huh?
And don't worry about a shortage of enemies, because the government forces are led by the famous guerrilla Colonel Bildegaarn.
And what's worse, the leader at the front lines is the expert in hand-to-hand combat, Lieutenant Colonel McBarr.
I'm expecting results, greenhorns, that do not bring shame to the Elite Special Forces Squad, the Peregrine Falcons.
Don't let me down!

BASIC RULES FOR 1ST MISSION

- When the Life Gauge is depleted by taking hits from the enemy, etc., the game ends. When your life power begins to fall, look for items and grab them to keep fighting.
- Even when the Metal Slug or the Slug Flyer are destroyed, your character stays alive and play proceeds to another stage. So don't give up!
- There is a limit to ammunition for some weapons (other than the starter weapons). Pick up gun clip items to replenish bullet supplies.
- The rank of your character will rise based on the number of various items you can pick up during game stages. (When your character's rank goes up, the upper value of the Life Gauge also increases.)

CONTROLS

A Button : Used for actions like attacking enemies, etc.
B Button : Used for actions like jumping, etc.
OPTION Button (Short tap) : Change from gun weapons to grenades (cannons, etc.).
OPTION Button (Pushed down) : Used to pause game play.
Joystick : Used to move game character, etc.

GAME SCREEN

Life Gauge…Shows player's endurance level..When this gauge goes empty, your character's taken out of commission.

Weapon…Shows weapon currently in use.

Ammo Supply…Shows remaining ammo for the weapon currently in use.

◆The items below are displayed on the Title Menu screen. Select these with the joystick and push the A button to confirm selections.

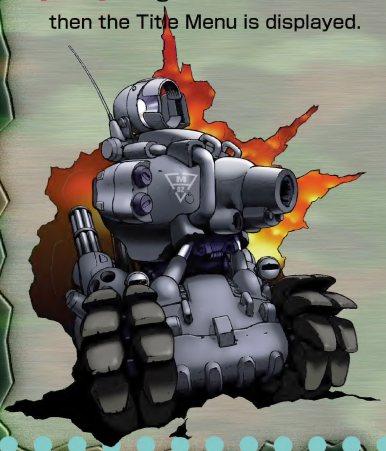
[START] Begins game play.
[CONTINUE] Resumes play from the stage where data was previously saved.
[SET UP] Enables the changing of various game settings.

◆Select [SET UP] and push the A button to call up the items below. Select with the joystick and push the A button to confirm selections.

[LEVEL] Enables the setting of game difficulty levels.
[KEY SET] Enables the change of button settings.
[RETRY] Sets number of times you can continue game play.
[MUSIC] Allows playback of the game's soundtrack music, etc.
[EXIT] Calls up the Title Menu screen.

◆When the player's Life Gauge power is used up, the game ends and then you can select from the items below. Select items with the joystick and push the A button to confirm selections.

[RETRY] Resume the game from the stage where the previous game ended.
[SAVE] After cleared stages are saved, the Title Menu screen is displayed.
[END] The game is ended without saving data, and then the Title Menu is displayed.



Player Character

You're a recruit that has applied to take part in this mission as a member of the Elite Special Forces Squad, the Peregrine Falcons. Will you be able to mow your way through this brutal battlefield as is expected?...

Lieutenant Colonel McBarr

An expert at close combat, clad in special body armor. Able to cloud people's senses, this thug approaches his prey and strikes mercilessly, just like a wild animal...or a tax auditor.

Colonel Bildegaarn

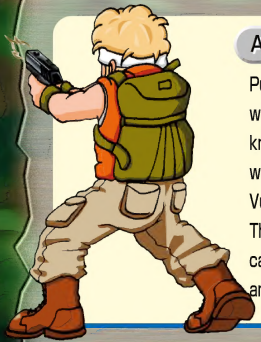
A master of guerilla warfare and the target of this mission. He is believed to be the ringleader of mysterious doings carried out by government forces, everything from gathering weapons in complete secrecy to involvement in the development of new weapons. Just what on earth is this fiend's evil end?...

Metal Slug

A multi-function tank furnished with outstanding mobility and a compact body that allows it to perform actions unimaginable with conventional tanks, like crouching, jumping, and hopping.

Slug Flyer

A high-tech VTOL (Vertical Take Off and Landing) flyer with superior fire power and maneuverability. In air battles, this baby's just what you want.



Attack Enemies : A Button

Push the A button to attack enemies with the handgun. (At close range, a knife is used.) With Metal Slug, attack with the machine gun, or fire the Vulcan Cannon with the Slug Flyer.
The handgun, machine gun, and vulcan cannon have an unlimited supply of ammunition.

Using Grenades (Cannons, etc.) : OPTION Button (Short tap)

When using grenades, tap the OPTION button briefly. In the case of the Metal Slug and Slug Flyer, this allows you to use the cannons, etc.

JUMP : B Button

The battlefield is not just flat land, soldier! Jump to avoid various dangers. After jumping, if an enemy is standing where you intend to land, continue to push the B button and stomp him into the ground. But if you step on the wrong kind of enemy....

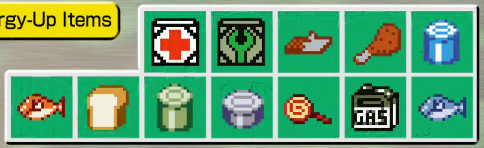
OPEN PARACHUTE : B Button

If the Slug Flyer is shot down during battle, eject and plummet to safety with the parachute. When the counter displayed while the plane is falling reaches "0," push the B Button and the parachute will open one time only. If you push the button too quickly, you'll be shot down by the enemy; push it too late, and you'll be a speck on the ground.... (Easy? Guess again, fly boy! Because the counter disappears during the countdown, you'll have to rely on your keen sense of timing to bail yourself out!)

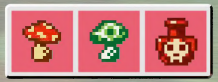
ITEMS

A variety of items that replenish ammunition and restore life to characters will appear during each stage. Don't waste these! (But be careful! There are also items that can cause injury when you pick them up.)

Energy-Up Items



Damage Items



Special Items

Rank Medals : Increases maximum level of the Life Gauge.

Retry : Increases number of continues by one.

EX Magazine : Increases weapon ammunition.

Bottle : Makes your character temporarily invincible!

ITEMS

Score Items

Weapon Items

Machine Gun

Shot Gun

Rocket Launcher

Grenade

Special Shot

Cannon (for Metal Slug)

Missile (for Slug Flyer)

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